

intUltive!

A first-hand experience of Virtual Reality (VR) design principles

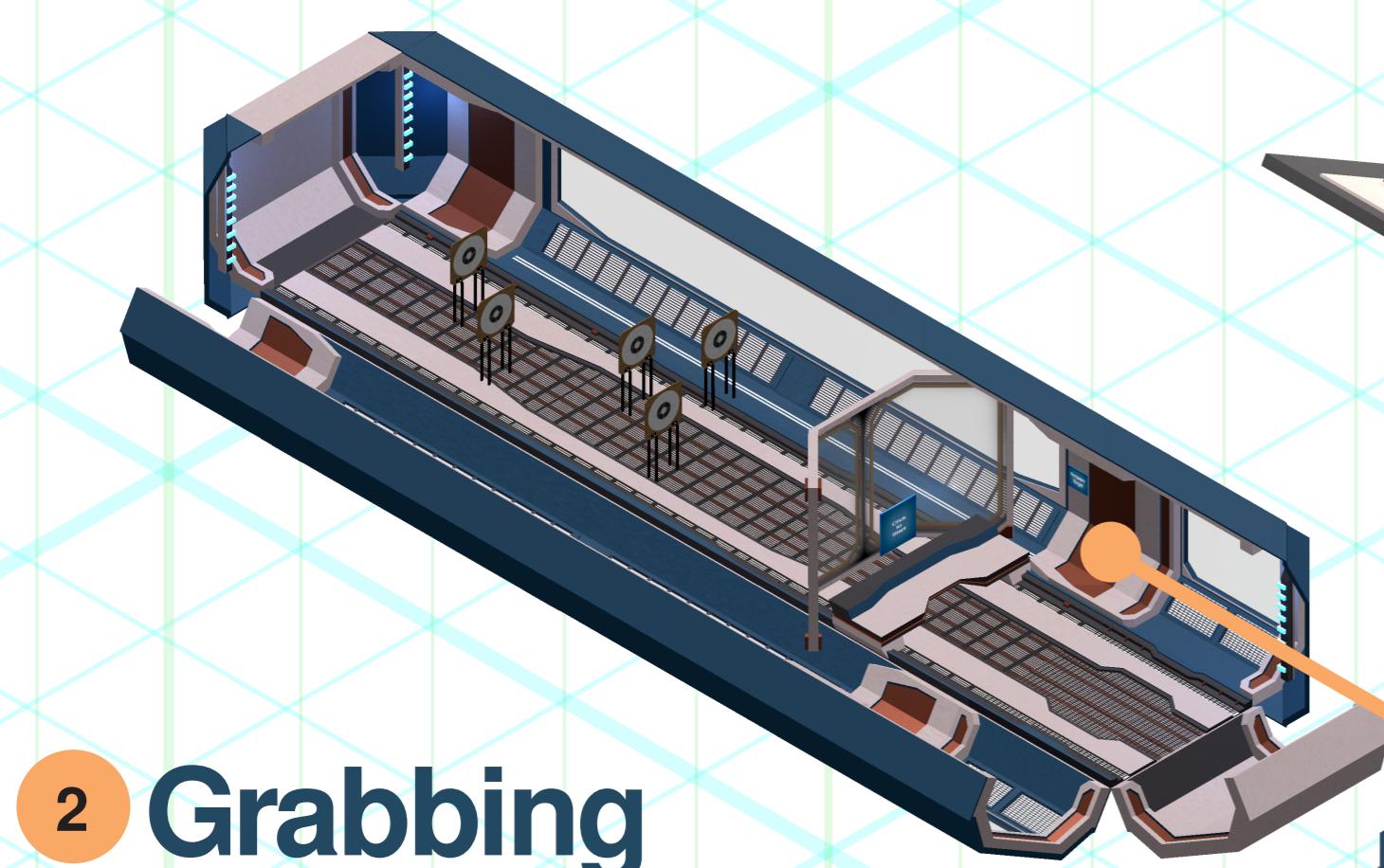
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CS4240 Interaction Design for Virtual and Augmented Reality

Project ID: CS4240-05

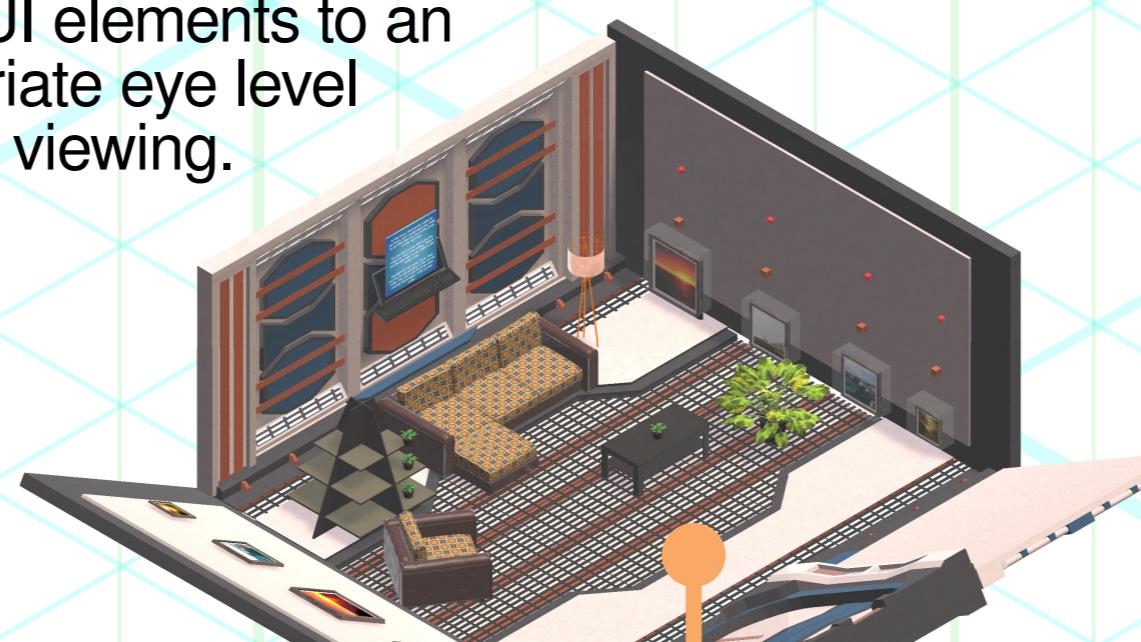
3 HUD

This scene is concerned with the use of Heads-Up Displays (HUD) in VR. Namely, how it can provide information but obstruct the user.



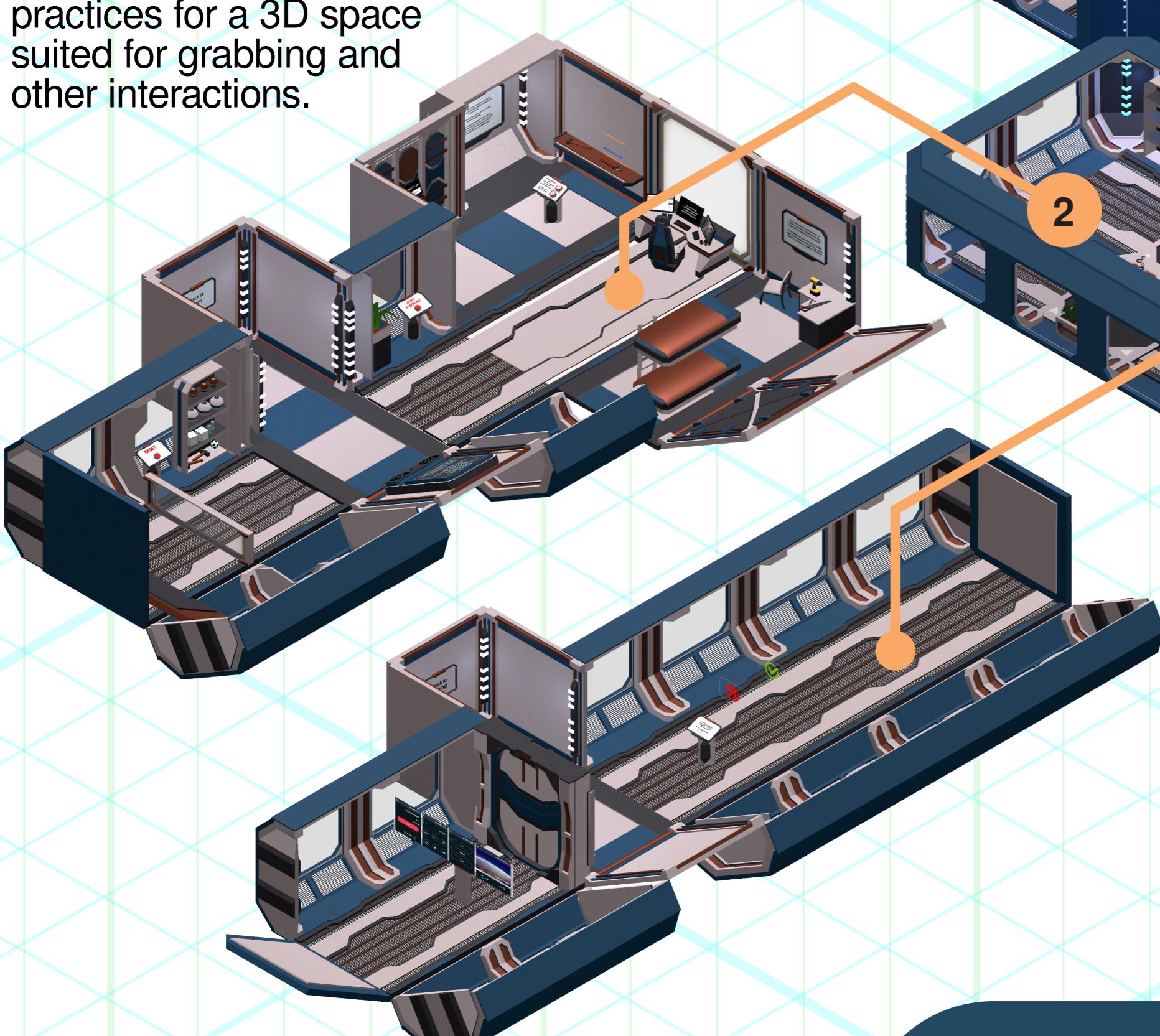
4 UI Height

This scene lets the user adjust UI elements to an appropriate eye level for best viewing.



2 Grabbing

As one of the most common interaction modes, this scene explores design practices for a 3D space suited for grabbing and other interactions.



1 UI Distance

This scene explores designing proper UI distancing through its curvature and position from the user.

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5 UI Sizing

This scene explores appropriate sizing for user interfaces in 3D space.



6 Hick's Law

The number of actions available to the user at a time influences decision making time. This scene allows you to adjust the number of options on a UI screen to experience this.



Scene Layout

Concepts are explored in their respective scenes. The main scene is connected to each individual scene through teleporting portals.

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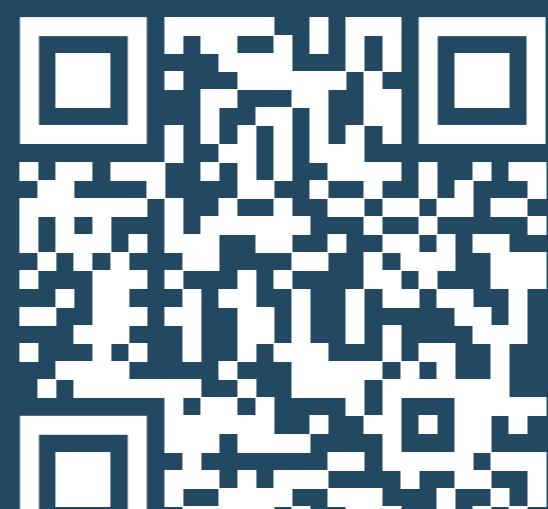
Overview

Intuitive (stylised as intUltive!) is a project to showcase Virtual Reality (VR) user interface and user interaction (UI/UX) principles within the VR environment itself.

Our project aims to enable learning of VR UI/UX design principles through hands-on experience.

Project Page

Check out our project homepage to learn more!
<https://cs4240-group5.github.io/intuitive/>



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